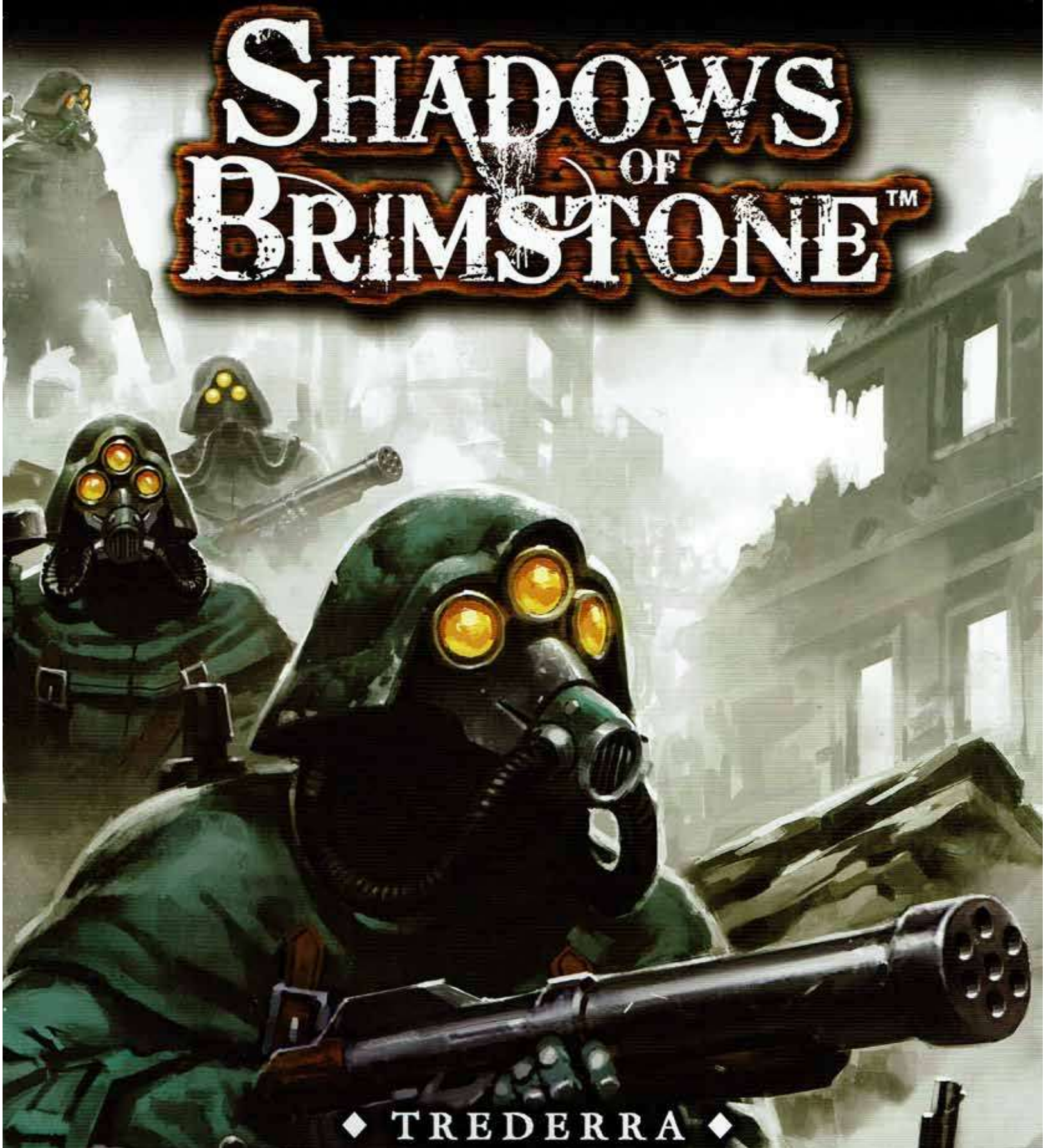
Shadows of Brimstone™



◆ TREDERRA ◆

ADVENTURE BOOK

Shadows of Brimstone™

Trederra Adventure Book

By Jason C. Hill

On the war-torn, industrial-age battlefields of Trederra, legions of alien soldiers patrol the ruins of their once great cities, searching for anyone foolhardy enough to intrude into their territory. Waging war on each other for generations, the battle-scarred Nations of Trederra use Dark Stone to fuel their engines of death, polluting their planet with radiation and drifting clouds of toxic gas. But there are also treasures to be found amidst the devastation, weapons and technology advanced beyond reckoning by brutal centuries of warfare.

GAME CONTENTS

- 1 Full-Color 20 page Adventure Book
- 6 Plastic Trederran Legionnaire Enemies (30mm Bases)
- 6 Plastic Trederran Mutant Enemies (30mm Bases)
- 3 Plastic Trederran Lieutenant Enemies (30mm Bases)
- 3 Plastic Z-4 Grenadier Enemies (40mm Bases)
- 6 Plastic Cover Terrain Pieces (3x Barrel, 3x Tank Trap)
- 1 Entrance Map Tile
- 8 Unique Room Map Tiles
- 4 Standard Room Map Tiles
- 6 Passage Map Tiles
- 18 End Cap Map Tiles
- 6 Gate End Cap Map Tiles
- 4 Double-Sided Enemy Record Sheets
- 5 Darkness Cards
- 17 Mine Map Cards
- 5 Mine Artifact Cards
- 8 Mine Encounter Cards
- 6 Threat/Epic Threat Cards
- 6 Card Trederran Factions Deck
- 20 Card Trederra Encounter Deck
- 15 Card Trederra Artifact Deck
- 18 Card Trederra Map Deck
- 14 Card Trederra OtherWorld Threat Deck
- 8 Card Weapons of War Deck
- 3 Card Lieutenant Deck
- 10 Card Battlefield Orders Deck
- 5 Card Master Forged Wargear Deck
- 12 Card Battlefield Scavenge Deck
- 1 World Card
- 10 Reference Cards
- A large assortment of Die-cut Counters

OVERVIEW

The *Trederra* Deluxe OtherWorld Expansion offers a lot of new material, not only for exploring and fighting your way across the new OtherWorld of Trederra, but also for all of your adventures within the Mines!

New OtherWorld

With this set, gateways have opened up leading to the industrial-age alien world of Trederra. Embroiled in global conflict that has already lasted for generations, the planet is now devastated by the use of Dark Stone to fuel their weapons of war! Toxic clouds of poison gas drift amongst the ruins and a corrupting radiation from the Dark Stone fallout is ever present. But perhaps the greatest danger comes from exploring an active war zone, where firefights can break out at any time, and relentless patrols of Trederran Soldiers have orders to hunt down and destroy any that would invade their territory.

New Map Tiles

The *Trederra* Expansion includes an entire set of 18 brand new, double-sided Map Tiles. This gives you a full set of Map Tiles for the new **Trederra** OtherWorld, but also a new set of Map Tiles for the Mines, including 8 new Unique Rooms, 4 new Standard Rooms, and an additional set of 6 Passages!

New Cards

Also included are all of the OtherWorld card decks for use while in the war-torn world of **Trederra** - Encounters, Artifacts, Map Cards, OtherWorld Threats, and the World Card, as well as a host of new cards for adventuring in the Mines!

New Missions

There are 6 new Missions in the *Trederra* Expansion, each themed around different aspects of the new Map Tiles, Cards, Enemies, and OtherWorld.

New Enemies

This Deluxe OtherWorld Expansion includes a host of dangerous new Enemies to encounter, including: 6 *Trederran Legionnaires* - Alien soldiers committed to the cause of 'winning the war' for their Nation and armed with deadly Dark Stone weaponry to get the job done. 3 large *Z-4 Grenadiers* - Heavily armored demolition soldiers immune to all but the strongest attacks and armed with terrifying thermal charges. 6 *Trederran Mutants* - Soldiers who have succumbed to the corrupting radiation of the Dark Stone and

are now little more than viciously mindless savages. And 3 *Trederran Lieutenants* - Ruthless officers that command their legions with an iron fist.

Note that there are 3 different Types of *Trederran Lieutenant*. When building the models, you should build one of each Type, using the 3 different styles of arm provided.

Cover Terrain

Also included are 6 pieces of plastic Cover Terrain (3x Barrels and 3x Tank Traps). These are for use with the Cover Terrain rules and are placed on the board to give a more 3D feel to the Environment.

Radiation Markers

These markers represent dangerous radiation that can cause Corruption Hits to Heroes moving through them.

Land Mines, Toxic Clouds, and Poison

These markers are all used for the effects of the toxic and hostile environment on Trederra.

Stunned Markers

Stunned markers are used to show that a model is shaken and has reduced Defense.

Patrol Markers

These markers track the danger of being discovered by a Patrol while in Trederra.

Side Bag Tokens

There are 2 new Side Bag Tokens - *Shatter* and *Anti-Rad*.

Weapons of War

These markers represent the Weapons of War used by Trederran soldiers and can be placed by individual models to show what special weapon they have. There is also a cone-shaped Template used for firing certain weapons.

Cooldown Markers

Some of the more powerful Trederran weapons take time to cool down between shots.

Additional Counters

Several additional counters have been provided for mission specific uses and/or to create house rule missions or future official content.

TREDERRA

Like all OtherWorlds, Trederra has a set of unique Encounters, Artifacts, Map Cards, and OtherWorld Threat cards, as well as a couple of Global Rules that make adventuring there more distinct. The Global Rules are listed on the World Card included in this expansion.

While exploring Trederra, Heroes will find themselves navigating an extremely hostile environment full of Land Mines, poisonous Toxic Clouds, Acid Rain, and relentless patrols of Enemies, always on the hunt for intruders. There are many treasures to be found though, amongst the ruins and devastation, especially in the form of powerful alien weapons and protective clothing and gear.

Global Rules

Heroes exploring the ruined buildings and trenches of Trederra are never really safe. Patrols of Trederran Soldiers could be lurking around any corner, ready to exterminate any intruders they discover. At the same time, there are many treasures that can be found, buried in the rubble.

Patrol Markers and Discovery

As a *War Zone*, whenever the *Hold Back the Darkness* roll is failed while the Hero with the Lantern is in Trederra, you must place a Patrol marker next to the Depth Track (unless a Depth Event is triggered). These Patrol markers build up over time making it more and more likely that the Heroes will be discovered and attacked!

You must then roll for Discovery to see if one of the local Patrols has found you. Roll 2D6.

If the result is equal to or higher than the number of Heroes in the Posse + the number of Patrol markers on the Depth Track, you are still safe, passing by undetected.

If the result is less, you are discovered and attacked. Draw a *Trederra OtherWorld Threat* card to Ambush Attack! Then remove all Patrol markers from the Depth Track.

When called on to roll for Discovery, you may choose which Hero makes the roll. That Hero IS allowed to use Grit to Re-roll the result. Also, if the Hero is Keyword Scout, they may roll 3 dice for Discovery, discarding the lowest.

Battlefield Scavenge

While in Trederra, every Map Tile may be Scavenged 2 extra times. Also, a special Battlefield Scavenge deck is provided (for use while in Trederra, in place of the normal Scavenge Deck) to represent the various things the Heroes might find while searching the war-torn alien battlefields and city ruins.

Radioactive Spaces

Some of the new Map Tiles include special Radioactive Spaces that can be dangerous for Heroes to traverse. These spaces have a glowing purple border and a number of Radiation Icons on them.

When a Hero enters or starts their Activation in a Radioactive Space, they immediately take 1 Corruption Hit for each Radiation Icon in that space (printed on the board or placed as a marker).

Note that Radioactive Spaces have no effect on Enemies.

Cover Terrain Icons

Some Trederran Map Tiles have Cover Terrain Icons on them to represent potential places that Cover Terrain may appear. This is detailed in the Cover Terrain section below.

The Dark Chasm

One of the new Mine Map Tiles is the *Dark Chasm*. This Map Tile always comes into play with a few other Map Tiles (as shown on its Map Card), creating a way to get around the chasm. The Map Tile also has an area on it with no grid spaces that is considered a Pit (as described below).

A Way Around -

The *Dark Chasm* Map Tile always comes into play with 2 *Corner Passages* and *A Rail Curve* Standard Room attached to it, as shown on its Map Card. These extra tiles create another way around the Pit in the floor of the *Dark Chasm*. These extra Map Tiles DO NOT count toward moving the Hero Posse marker on the Depth Track, and no Exploration Token is placed on the *A Rail Curve* Room. If you do not have 2 Corner Passage Map Tiles available (already in play, etc), you may use a *T-Junction* or *Cross Passage* instead, simply capping off the extra exits.

Pits -

Pit areas on the map are bottomless chasms that cannot be moved over by conventional methods, but do not block Line of Sight.

All spaces touching a Pit area are considered adjacent to that Pit area.

Movement

Models may not move onto a Pit area unless they are XL size or larger, or have the Flight ability (usually only certain Enemies have this ability, such as *HellBats*). These Models are allowed to enter a Pit area from any adjacent space to it at the cost of 2 spaces of Movement. The model is assumed to be in the entire Pit area. Models may exit the Pit area onto any space adjacent to the Pit. There is no limit to the number of Models that can be on a Pit area at once, and anything that targets the Pit area will effect all of the models there.

Ranged Attacks

Ranged Attacks may trace their Line of Sight onto and across a Pit area without being blocked by it. When counting out the Range to a target, count the entire Pit area as 2 spaces.

Dynamite and Explosives

A Dynamite or Explosive that goes off in a space adjacent to a Pit area will effect any models on that Pit area. A Dynamite or Explosive that goes off ON a Pit area will ONLY hit the models currently on that Pit area (not any adjacent), as the blast happens in mid air above, or down in, the chasm.

Models Knocked Into a Pit

Any model that could not normally move onto a Pit area, but is moved there by some other means, is considered to be knocked into the Pit. If it is an Enemy, it is immediately killed. If it is a Hero, they are KO'd, and considered to be hanging onto the ledge until they can Recover and roll for Injury.

Trench Spiders and Gorged Slashers

Two of the new OtherWorld Enemies that can be encountered in Trederra are *Trench Spiders* and *Gorged Slashers*. Both of these Enemies are alternate OtherWorld versions of an Enemy found in either the *City of the Ancients* or *Swamps of Death* Core Set. You do not, however, need to have both of these Core Sets to use this Expansion.

For players that do not yet have both of these Core Sets, we have included simple tokens that can be used to represent these Enemies on the board (in place of miniatures), as well as the basic Enemy Record Sheets for them, which can be found at the back of this rulebook.

TREDERRAN ENEMIES

As a world ravaged by deadly conflict, Trederra is divided into many different Nations, each with a powerful army of soldiers, vehicles, and weapons of war! For outsiders stumbling into the war zone, this can easily mean death at the hands of a well-trained and battle-hardened legion of enemies.

There are 4 new Enemy types included in Trederra - *Trederran Legionnaires*, *Z-4 Grenadiers*, *Trederran Mutants*, and *Trederran Lieutenants*. Each of these plays a different role on the battlefield and creates a different challenge for the Heroes.

Trederran Factions

The various warring Nations of Trederra are represented by **Trederran Faction** cards. Each Faction card has information about that Nation as well as any bonuses or additional XP that Trederran Enemies of that Faction gain (note that any bonus XP listed is added to the base XP 'per Wounding Hit' for tougher Enemies that grant XP as they are wounded).

When the first group of Enemies with the Keyword Trederran enters play during an Adventure, immediately draw a Trederran Faction card to see which Nation they are from. This Faction card then remains in play for the rest of the Adventure, applying to any further Trederran Enemies that appear later on.

Generally there is a limit of one Trederran Faction in play at a time. If another Faction would need to be drawn, it replaces any existing Faction card currently in play.

Shootout

Most Trederran soldiers prefer an organized firefight rather than closing in to get their hands dirty. Because their main focus is making Ranged Attacks, they will generally attempt to stay back, away from the Heroes, and attack them from a distance. To represent this, some Enemies have the **Standard Ability** Shootout. The rules for Shootout are summarized on the Shootout Reference card, but are also covered here in greater detail.

Ambushing

When a group of Enemies with the Shootout Standard Ability needs to be placed in Ambush, they are not placed adjacent to the Heroes like other Enemies. Instead, select a Random Hero and place all of the Shootout Enemies from that group on the selected Hero's Map Tile, as far from any Heroes as possible. This usually allows them to sneak in from a side passage or get placed at the end of a hall or room, maybe even behind the Heroes. If there are not enough empty spaces on that Map Tile, any remaining Enemies are placed as far from the Heroes as possible on any Map Tiles adjacent to the selected Hero.

Retreat

When an Enemy with Shootout starts its Activation adjacent to one or more Heroes, it will usually try to move away. Roll a D6 for the Enemy model. On the roll of 4, 5, or 6, the Enemy immediately makes a Free Move along the shortest distance to no longer be adjacent to any Heroes. This Free Move is outside of the Enemy's normal Move and does not count against its Movement allowance for the turn.

Melee Attacks

Any Shootout Enemy that failed to Retreat (or was stuck adjacent to a Hero, and could not move away), will make a normal Combat Attack against a Random adjacent Hero this turn, instead of their Ranged Attack.

Shootout Markers

Shootout markers are used to denote which Heroes have been targeted, and by how many Enemy Ranged Attacks. Shootout markers are a simple way to keep track of which Heroes have already been targeted, and by how many of the Enemies.

In addition to normal Shootout markers, a set of *Shootout w/ Cover* markers has been included for use when an Enemy with Shootout targets a Hero, but has an Obstructed Shot from intervening Cover Terrain (as detailed in the section on Cover Terrain below). You may find these useful to remind players to get their Cover Saves against those shots.

Targeting

After any Retreat moves, the Shootout Enemies that are not adjacent to a Hero, will each find a Target for their Ranged Attacks. Step through the Shootout Enemies, one by one, completing the following procedure for each of them.

Select a Random Hero that does not have a Shootout marker on him yet (or that has the fewest Shootout markers if all Heroes already have one) and move the shortest distance to get within Range and Line Of Sight to that Target. The Enemy **may not end its Move adjacent to any Heroes**. The Enemy MAY move through other Enemies from its group during this movement, as they make way for one another.

At the end of this Move, if the selected Target is within Range and Line Of Sight, place a Shootout marker on that Target. If not, select a new Random Hero that is currently within Range and Line Of Sight to the Enemy (prioritizing those with the fewest Shootout markers) and place a Shootout marker on him instead.

Then proceed to the next Enemy in the group.

Making Ranged Attacks

Once all of the Enemy Group has moved and placed their Shootout markers, roll Ranged Attacks from the Enemies against each Hero equal to the number of Shootout markers on that Hero. Then, remove all of the Shootout markers.

Assault

Some Enemies have a light Ranged Attack in addition to being strong melee fighters. This allows them to fire on their opponents as they close in for the kill! To represent this, these Enemies have the **Standard Ability** Assault. The rules for **Assault** are summarized on the Assault Reference card, but are also covered here.

Placement, Targeting, and Movement

Enemies with the Assault ability are placed, target, and move just like normal melee Enemies.

Ranged Attack

At the end of its movement (even if the Enemy did not move at all this turn), it makes a free Ranged Attack at its current target, using the Ranged Attack described in its Abilities list.

If the Enemy does not have a target currently (it could not reach a Hero during its move), it will move as normal and then make its free Ranged Attack at a Random Hero within Line of Sight and Range (prioritize Heroes that are not already targeted or being fired on by other Enemies of the same specific type first).

All of the Enemies in the group should target and move before any of them make their free Ranged Attacks.

Shatter Grenades and Stunned Markers

Trederran Legionnaires have a special attack they can use called *Shatter Grenades*. Slightly less deadly than Dynamite, these grenades are intended to **Stun** their targets rather than simply destroy them.

A **Stunned** marker is placed on a model to show that they have been shaken. A model that has 1 or more Stunned markers on them is **-1 Defense** (regardless of how many Stunned markers they have). At the start of each of that model's Activations, they may roll a D6. On the roll of 4+, remove 1 Stunned marker. A Hero removes all **Stunned** markers when KO'd, or at the end of the Adventure.

Trederran Lieutenants

Trederran Lieutenants are powerful military leaders that command soldiers on the field of battle. They can be very dangerous foes to face!

Types of Lieutenant

As noted on its Enemy Record Sheet, when a *Trederran Lieutenant* Enemy enters play, you must draw a **Lieutenant** card to see which Type of *Trederran Lieutenant* you have encountered. There are three Types - Battle Lieutenant, Comm Officer, and Mutant Lieutenant. Each of these Types has a unique **Type Icon** in the upper left corner and lists the bonuses and extra abilities that the *Trederran Lieutenant* gains.

Battlefield Orders

Trederran Lieutenants also have the ability to issue Battlefield Orders, causing a special attack or giving some bonus to other Trederran Enemies in play (as detailed on the card).

When a *Trederran Lieutenant* issues an Order using their *Commander* ability, shuffle the **Battlefield Orders** deck and draw a card to see what that Order is.

Every **Battlefield Orders** card has one or more Lieutenant **Type Icons** displayed in the upper left corner of the card to show who is allowed to issue that Order. If the Lieutenant's **Type Icon** is not represented on this Orders card, discard it and re-draw until you get one that has the proper Type Icon.

Field Marshal

The *Trederran Field Marshal* is a more powerful, higher-ranking *Trederran Lieutenant* that the Heroes may encounter as an Epic Threat! A *Field Marshal* counts as a *Trederran Lieutenant* in every way, with the following extra benefits:

- Come into play with a **Master Forged Wargear** card.
- Automatically issues a **Battlefield Orders** card every turn using his *Commander* ability (no need to roll), and may use any Orders card, regardless of the **Type Icons** listed.
- The *Field Marshal* has **+10 Health** (or +20 if **Brutal**).

Master Forged Wargear

These cards represent special Trederran gear that only the more veteran Lieutenants and Field Marshals have access to. Each **Master Forged Wargear** card lists the bonuses that the Enemy gains, and it is possible for one Enemy to have multiple **Master Forged Wargear** cards at a time.

ADVANCED RULE

WEAPONS OF WAR

Weapons of War represent the special and heavy weapons used by squads of *Trederran Legionnaires* on the battlefield. The use of *Weapons of War* cards is considered to be an Advanced Rule as they can add a small amount of complexity and difficulty to fighting *Trederran Legionnaires*. As such, players may elect to ignore the call for *Weapons of War* for their first few games, when placing *Trederran Legionnaires*.

Assigning Weapons of War

Each *Weapons of War* card added to a group of *Trederran Legionnaires* (as listed on the Threat card), is assigned to one normal model in that group. This replaces the model's *Trederran Carbine* as well as its *Shatter Grenades*. Place an appropriate token by that model to show that they are equipped with that *Weapon of War*.

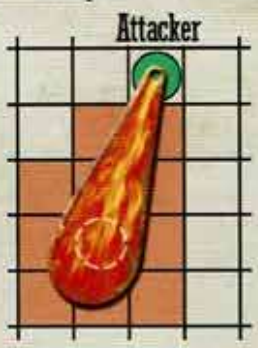
Models equipped with a *Weapons of War* card are always placed first in their Enemy Group, as well as moving and attacking first in their Enemy Group.

To have the honor of carrying a special weapon like this into battle is only granted to the bravest and toughest soldiers. A model with a *Weapons of War* card also gains the following, in addition to the weapon listed on the card itself:

- The model has **Double the Health** printed on its Enemy Record Sheet.
- **Tough** (Immune to Critical Hits)
- XP changes to XP = 10 +5 each

Template Weapons

Some new Weapons have a Range, but are also listed as **Template**. When firing one of these Weapons, select a target in Range (as normal) and then place the Template with the small hole centered over the Attacker and the other end centered over the target.



Models in every space touched by the Template will be affected, as detailed for the Weapon being used.

Template Weapons can be extremely deadly, especially for close packed groups of targets, but they are usually limited by needing to cool down after firing and/or having limited ammo.

Cooldown

Some of the more powerful Trederran weapons suffer from needing to cool down between shots. When a model makes an Attack with a Weapon listed as having **Cooldown**, place a **Cooldown** marker by them. The next time the model would make an Attack with that Weapon, they must instead give up the Attack to remove the **Cooldown** marker.

Weapon Crews

Some *Weapons of War* cards are assigned to 2 models as a **Weapon Crew**. These **Weapon Crews** use all of the normal *Weapons of War* rules (including the Double Health, Tough, etc., granted to both models). In addition, **Weapon Crews** also use the following:

- **Immobile** (cannot move) and loses *Shootout*
- The first model is placed as normal. The second is placed directly adjacent, with the Weapon marker placed between them.
- Once either of the Crew is killed, the Weapon gains **Cooldown**.

A **Weapon Crew** has a 180 degree Field of Fire and will only choose targets from those within this Line of Sight. They will continue to make Ranged Attacks, even while Heroes are

adjacent to either model of the Weapon Crew. If there are no targets within their 180 degree Field of Fire, but one or more Heroes are adjacent to them, the Weapon Crew will instead make Melee Attacks against a Random Adjacent Hero.

180° Front Arc

If there are no targets within the Weapon Crew's 180 degree Field of Fire at the start of their Activation, the Weapon Crew may have one model step diagonally into an empty space, just to the right or left of the other model, rotating the Weapon marker 90 degrees to a new facing, so as to have targets within their new Field of Fire.

ADVANCED RULE

COVER TERRAIN

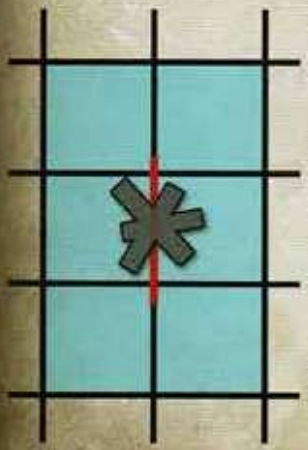
One of the new features in the *Trederra* Expansion is ***Cover Terrain***. This is an Advanced Rule and should only be used once players are familiar with the other aspects of the Trederra OtherWorld and its Enemies, as it is a bit more involved. Until then, you can simply ignore the text on Map Cards instructing the placement of the Cover Terrain.

Placing Cover Terrain

Some Map Cards indicate that a number of pieces of ***Cover Terrain*** should be placed on that Map Tile. Roll a D6 for each and place one of the plastic *Cover Terrain* pieces on the line between spaces with the Cover Icon and the corresponding number rolled (Re-rolling any duplicates).

Cover Terrain always sits on the line between spaces, and does not block either of those spaces.

Note that the Space Line that a piece of *Cover Terrain* sits on is considered to extend slightly beyond the space intersections on either side of the piece, meaning that movement or Line of Sight traced diagonally will still potentially cross the *Cover Terrain*.



Because of this, there are 6 spaces considered to be adjacent to a piece of *Cover Terrain*, as shown here.

Moving Across Cover Terrain

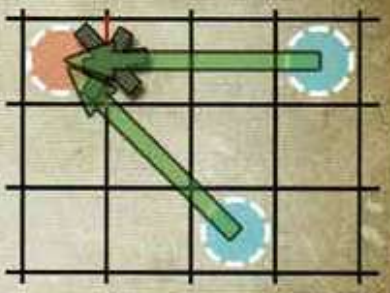
A model may move across a piece of *Cover Terrain* (either straight across or diagonally) by spending an extra movement point.

Obstructed Shots

Target is Obstructed (Cover 5+ save) if the shot crosses the Cover Terrain

Any time the Line of Sight for a Ranged Attack crosses any part of the Space Line that a piece of *Cover Terrain* sits on, the target gains a Cover 5+ Save against each Hit of that Attack. In this way, *Cover Terrain* becomes an obstacle that shots may harmlessly bounce off before reaching their target.

Full Cover


Target has Full Cover (Cover 4+ save) while adjacent to the Cover Terrain

When the Line of Sight for a Ranged Attack crosses the Space Line that a piece of *Cover Terrain* is on and the target is in a space directly adjacent to the Cover Terrain, the target model is considered to be in Full Cover and gains a Cover 4+ Save against each Hit of that Attack.

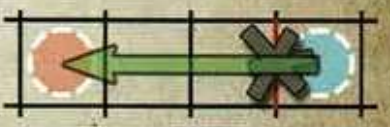
Cover Saves

When a model gets a Cover Save, it is allowed to roll that Save against all incoming Hits.

Roll a D6 for each Hit the model just took. If the Cover Save was due to an Obstructed Shot (Cover 5+ Save), each Hit is ignored entirely on the roll of 5 or 6. If the target was in Full Cover (Cover 4+ Save), each Hit is ignored entirely on the roll of 4, 5, or 6.

Cover saves like this are made before any normal Defense rolls. Note that Cover has no effect on Horror Hits or Corruption Hits, only regular Hits.

A model does NOT get a Cover save against an Attack made from an adjacent space, as it is assumed that the attacker and target are close enough to attack each other around the Cover. Hits from Explosives (like Dynamite), or markers placed in a model's space (such as Hellfire markers), also ignore Cover.


No Cover Save if the Attacker is adjacent to the Cover or making a Melee Attack

Enemies Using Cover Terrain

When an Enemy with Shootout (such as a *Trederran Legionnaire*) selects its target to Attack, roll a D6. On the roll of 1, 2, or 3, that Enemy model will attempt to take Cover before attacking. If the Enemy model has a place that it could move into Full Cover from the Hero it is targeting, and still be within Line of Sight and Range to its selected target, it will (if there are multiple options for Cover, the Enemy moves to the Cover closest to its current position to still be in Range and Line of Sight). On the roll of 4, 5, or 6, the Enemy will ignore any Cover and move to Attack as normal for Shootout.

If an Enemy with Shootout starts its Activation already in Full Cover, it will select a target only from those that are already in Line of Sight and Range from its current position (in other words, if an Enemy is already in Cover, it will always try and stay there until it has to move away to be able to Attack).

HOSTILE ENVIRONMENT

Toxic Clouds

One of the more insidious weapons that the Trederrans have developed for their wars, is toxic gas. Acidic and corrosive as well as chemically deadly, toxic gas clouds drift across the battlefields choking and poisoning anything they consume.

Toxic Clouds are placed on the board by various Encounters and Enemy attacks. When a Hero starts their Activation or enters a space with 1 or more Toxic Cloud markers, or when a Toxic Cloud marker appears in or moves into a space with a Hero, that Hero must immediately make a **Willpower Save** for each Toxic Cloud in their space. For each Willpower Save failed, the Hero gains a **Poison** marker.

Note that Enemies are not affected by Toxic Clouds.

While there are 1 or more Toxic Cloud markers anywhere on the board, roll a D6 at the **start of each turn** (before *Hold Back the Darkness*) to see if the clouds Drift (move, all in the same general direction).

D6	Drift Result
1	All Toxic Clouds Drift 1 space along the shortest path toward their Map Tile's entrance.
2	All Toxic Clouds Drift (as above), and then Drift (as above) a second time.
3	Roll a **Random** direction then ALL Toxic Clouds Drift 1 space in that direction. If the space is blocked, that marker doesn't move.
4-5	No Effect
6	The Heroes may choose D3 Toxic Cloud markers to remove from the board as they dissipate.

There is a limit of no more than 3 Toxic Cloud markers in a single space. If a marker would move into a space that already has 3 Clouds, that space is considered blocked to them.

When Toxic Clouds Drift, only 1 marker from each space should be moved, any second or third marker there will remain in place.

When Toxic Clouds move by Drifting, always start with the Clouds closest to the Mine Entrance and then proceed to the ones closest to each Map Tile's entrance.

If there are Toxic Cloud markers in multiple Worlds, and they Drift in a Random direction, roll the Random direction separately for each World.

Grit may NOT be used to Re-roll any aspect of Toxic Cloud Drift.

Poison

Poison is a deadly and long lasting effect that can wear a Hero down over time. A Hero may gain 1 or more Poison markers from Encounters, Enemy attacks, or even environmental effects; such as moving through a Toxic Cloud on the battlefield.

Every turn in which a Hero has one or more **Poison** markers on them at the start of their Activation, they must roll a D6 for **each** Poison marker they currently have. On the roll of 1 or 2, the Hero takes 1 Wound, ignoring Defense. On the roll of 3, 4, or 5, there is no effect for that marker. On the roll of 6, the Poison has worn off and the marker is discarded. If a Hero is KO'd (or at the end of the Adventure), all Poison markers on them are automatically removed.

Land Mines

Another deadly threat spread across the battlefields of Trederra are Land Mines, buried explosives, ready to destroy anything that puts pressure down on them!

When Land Mines need to be placed on a Map Tile, take all 36 Land Mine markers and mix them up face-down or in a cup. Then place one of those markers, face-down without looking at it, in every space of the Map Tile except the puzzle cut half-spaces at the Doorways or End Caps.

When a Hero enters a space with a face-down Land Mine marker, they must immediately make a **Luck 5+** test. After rolling, the Hero may spend any number of remaining unused Movement points to add extra dice to the test on a 1 for 1 basis.

If the test is passed, no effect. Leave the Land Mine in the space, face-down. If the test is failed, immediately flip over the Land Mine marker to reveal the result!

Note that Enemies do NOT trigger Land Mines.

If the marker says **All Clear**, it was not a real Land Mine. Discard the marker with no further effect.

If the marker shows a **Skull and Bones**, the Land Mine explodes! Discard the marker. This counts just like a Dynamite went off in the Hero's space, doing D6 Wounds, ignoring Defense, to the Hero and every adjacent model. Also, this can create a cascade effect! Roll a D6 for every adjacent face-down Land Mine. On the roll of 1 or 2, it is also immediately revealed and resolved.

Acid Rain

Another potentially deadly *Weather* effect that can be encountered is *Acid Rain*, burning and sizzling on the Heroes as they race to find shelter. As noted on the *Acid Rain* Encounter card, Heroes that are on an **Interior** Map Tile are not affected. A Map Tile that is considered to be **Interior** is listed as such on its Map Card.

NEW MISSIONS

The *Trederra* Expansion has 6 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

D6 Roll	Caverns of Cynder Missions
1	Foothold
2	Toxic Purge
3	Battlefield Recon
4	Front Lines
5	Guns of War
6	Doomsday

Trederra Mission 1

FOOTHOLD

As the sun goes down and the raucous sounds of the saloon waft through the streets, a small group of bloody and battered miners burst through the saloon doors and collapse on the floor! "They're comin'! Alien soldiers...up in the mine! We're all that's left. They attacked without warning, and now they're settin' up fer a full blown invasion! If somebody don't stop 'em, we're dead! We're all DEAD!"

Set Up

This Mission uses the standard set up, but all Heroes start on the *Night Mine Entrance* Map Tile instead of the normal Entrance, as there is no time to waste! The Trederran invasion will most likely strike at dawn!

You will also need the *Crossing Station* Map Tile. Remove the *Crossing Station* Map Card from the **Map Deck**.

Mission Goal

The surviving miners have told you of an invasion force of Trederran soldiers up in the mine that is preparing to strike out at the local towns in the area. The Heroes must find the Staging Area that this small army is using as a foothold on Earth and stop the attack!

Special Rules

No Gates

No Gates can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Fast Darkness

Whenever the Darkness moves forward on the Depth Track because the *Hold Back the Darkness* roll was failed, it moves one extra space.

Preparing For War

The Trederran forces have begun converting this mine to a forward base of operations. Any time the Heroes find a Clue Icon on an Exploration Token, they have stumbled into some element of this preparation. Before resolving the Exploration Token, roll once on the following chart (Grit may NOT be used to Re-roll this):

D6 War Prep Chart

1 **Attack!** - The Heroes are Attacked by D3 *Z-4 Grenadiers*

2 **Growing Dread** - Draw a *Growing Dread* card and add it to the stack.

3 **Trip Wire** - One Random Hero takes 3 Hits that do 2 Wounds each, and each Hero adjacent to him also takes 1 Hit that does 2 Wounds.

4 **Supply Crates** - Each Hero may make a Strength 4+ test. If passed, gain 1 *Whiskey*, *Bandages*, *Shatter Grenade*, or *Anti-Rad* Side Bag Token.

5 **Sabotage Comm Lines** - You may cancel one Darkness or Growing Dread card on the D6 roll of 3+.

6 **Resolve** - Each Hero may Heal D6 Wounds/Sanity (any mix) or Recover a Grit.

Common Enemies: *Trederran Legionnaires*

Whenever a Threat card would be drawn, roll a D6. On the roll of 4+, instead of drawing a Threat card, the Heroes are attacked by *Trederran Legionnaires*.

1-2 Heroes	D3+1 *Trederran Legionnaires*
3-4 Heroes	*Trederran Legionnaires* w/ 1 **Weapons of War** card on D6 roll of 5+
5-6 Heroes	6 *Trederran Legionnaires* w/ 1 **Weapons of War** card

These Fights generate Loot for the Heroes as normal.

Objectives

Find the Staging Area

When the Hero Posse Marker reaches the space marked **11** on the Depth Track, the Heroes have found the Door leading to the Objective Room! If the Map Tile is a Passage, one Random exit from that Passage leads to the Objective Room (place an End Cap on any other exits). If it is a Room Map Tile, resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, Heroes may look through the Door as normal, but instead of drawing a Map Card, simply attach the *Crossing Station* Map Tile to the final Door as the Objective Room.

Objective Room

There is no Exploration Token placed on the Objective Room. Instead, at the end of the first turn in which one or more Heroes is on the Objective Room Map Tile, resolve all **Growing Dread** cards in the stack as normal and then the Heroes must face the *Trederran Execution Force* **Epic** Threat card.

Once the last Enemy model is defeated, the invasion has been stopped and the Heroes successfully complete the Mission.

Reward

Each Hero gains **25 XP** and D6 x **$100**.

Failure

The Trederran Execution Force lays waste to the nearby Town! Each Hero takes D3+1 Corruption Hits and they may not visit Town, they must go straight to the next Adventure.

Trederra Mission 2

TOXIC PURGE

Everyone around seems to be hacking and coughing as you stroll down the street and into the saloon. With a sickly sputter, the bartender tells you that the whole town has been getting sick and dying in droves, "At night, a green fog rolls in and everyone shuts themselves inside! But it don't seem to be doing us much good. It's coming from the mines I tells ya'! They're trying to drive us off our own land; fumigatin' us like we're vermin! If these poison gas clouds aren't stopped soon, there won't be any towns left 'round here to save!"

Set Up

This Mission starts with the **Mine Entrance** Map Tile leading directly to a *T-Junction* Map Tile. All Heroes start on the *Mine Entrance* Map Tile as normal.

Remove a **T-Junction** Map Card from the **Mine Map Deck**. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this *T-Junction*.

Mission Goal

The Heroes must explore the Mine to find both **Toxic Gas Generators** that the Trederrans have set up and shut them down to successfully complete this Mission.

Special Rules

Limited Exploration Stacks (Set Up)

Divide all of the Exploration Tokens into one pile that have Clue Icons and another pile that do not have Clue Icons. Then take 1 Random Clue Icon Token and 2 Random non-Clue Icon Tokens and shuffle them together without looking to form a face down stack of 3 Exploration Tokens. Place one of these stacks next to each open Doorway on the board at the start of the Adventure.

Anything that causes a Token to be discarded and re-drawn, will draw the next Token in that stack. If the last Token in a stack is re-drawn, draw a new Token from the unused Tokens, and it always counts as having a Clue Icon.

All Gates Lead to Trederra

All Gates in this Adventure lead to *Trederra*, even Gates found in Trederra (they lead to a different part of the world).

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Toxic Clouds

During this Mission, any time the *Hold Back the Darkness* roll is failed (unless a Depth Event is rolled), add a **Toxic Cloud** marker to every open Doorway space (the puzzle cut, half-spaces) on the board, as well as the two 'Doorway' spaces of any unexplored Gates, and add D3 **Toxic Cloud** markers on the space with any **Toxic Cloud Generators** on the board that have been found, but not yet Shut Down.

These **Toxic Cloud** markers will roll for Drift each turn, as detailed in the rules for *Toxic Clouds*.

Any time a **Toxic Cloud** marker enters a full space of the Mine Entrance Map Tile (not including the puzzle cut, half-spaces), remove it and move the Darkness forward 1 space on the Depth Track.

Common Enemies: *Trederran Legionnaires*

Whenever a Threat card would be drawn, roll a D6. On the roll of 4+, instead of drawing a Threat card, the Heroes are attacked by *Trederran Legionnaires*.

1-2 Heroes	D3+1 *Trederran Legionnaires*
3-4 Heroes	(P) *Trederran Legionnaires*
5-6 Heroes	6 *Trederran Legionnaires*

These Fights generate Loot for the Heroes as normal.

Objectives

Finding a Toxic Gas Generator

Each time the Heroes find a Clue Icon, they have discovered one of the **Toxic Gas Generators**. Ignore any Doors listed on the Exploration Token. Place a Generator marker in the back, left-most space of the Map Tile (similar to Enemy placement). Encounters and Attacks on the Exploration Token are resolved as normal.

Shutting Down the Generators

Any Hero adjacent to a Generator may give up their Attack for the turn (even when not in a Fight) to choose any one of their Skills (Lore, Cunning, etc.) and make a **Skill 6+** test to work on shutting down the Generator (it can be fun to announce how your Hero is using their chosen skill to work on the Generator). For each 6+ rolled, place a marker by the Generator and gain 10XP. To Shut Down a Generator, the Heroes must collectively place a number of these markers on it equal to:

The Hero Posse Level +2 per Hero

Once a Generator has enough markers on it, it will be Shut Down and will no longer produce any Toxic Clouds. When the Heroes have found and Shut Down both Generators, the Mission is successfully completed.

Reward

Each Hero may draw 3 Loot cards and choose 2 of them to keep (discard the other). Shuffle the Loot Deck before each Hero's draw.

Failure

If the Mission is failed, for each Generator not Shut Down at the end of the Mission, add D3 Travel Hazards on the next trip to Town as well as having 1 Random Building in Town Destroyed by the toxic fumes.

Trederra Mission 3

BATTLEFIELD RECON

Rumors have been swirling that a mine has been found with a stable gateway leading to an alien world! A war-torn battlefield filled with legions of alien soldiers and massive steel behemoths, fueled by Dark Stone and unleashed upon one another as weapons of an endless war! It is said that the entire world seems to be rubble and ruin as far as the eye can see, full of trenches and barbed wire, and the air is thick with smoke and poison gas clouds, while the smell of rotting death is ever present.

But there are also said to be wondrous treasures to be found amongst the destruction, advanced weaponry and wargear, technology well ahead of anything found on the frontier. It probably wouldn't take much to find something of great value scavenging the ruins of this alien culture while they are busy fighting amongst themselves.

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

Find a Gate that leads to the war-torn battlefields of *Trederra* and explore the trenches and ruins. Once in *Trederra*, the Heroes must find 2 Clue Icons to have explored the area and successfully completed the Mission.

Special Rules

All Gates Lead to Trederra

All Gates in this Adventure lead to *Trederra*, even Gates found in Trederra (they lead to a different part of the world).

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Objectives

The Second Clue in Trederra

When the Heroes find the second **Clue Icon** in *Trederra*, they have reached the Objective for exploring this Other World. Ignore any *Attacks* or *Encounters* listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**. Remember, that any time a normal Threat card (Low, Med, or High) would be drawn in an Other World, an *Other World Threat* card is drawn instead. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero gains **25XP** and may draw 1 extra Loot card to see what they have found amongst the ruins.

Failure

Explosions detonate all around, showering you with dirt and debris, while strange flying machines soar overhead, peppering the ground with machine gun fire! Scattering to avoid being blown to pieces, you lose track of the other Heroes in your Posse, just trying to survive. Hiding in the rubble, there is little you can do other than wait for the firefights to pass you by and only then attempt to find your friends.

Every Hero is shell-shocked by the experience and must roll once on the *Madness* Table, rolling 3 dice and discarding the lowest single roll to get the result.

Trederra Mission 4

FRONT LINES

While exploring the city ruins, you discover that you have inadvertently stumbled right into the middle of an active battlefield! With explosion going off all around, aircraft streaking through the sky, and firefights in the streets, you better find a way out fast or you'll become a permanent resident!

Set Up

This Mission starts on the **Trederra** side of the **Mine Entrance** Map Tile. Other than beginning the game in *Trederra*, all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Also, at the start of the Adventure, draw **2** ***Trederran Faction*** cards to determine the two Nations that are clashing across this battlefield.

Mission Goal

The Heroes must find a way through the trenches and ruins to escape the battlefield and move away from the front lines! This means getting far enough into the city ruins to get out of the line of fire.

Special Rules

Multiple Trederran Nations

Whenever you encounter any **Trederran** Enemies, roll off between the two *Trederran Factions* to determine which Nation they are from. If you are called on to draw a new *Trederran Faction* (by an Encounter, etc), instead draw a third *Trederran Faction* to add to the conflict! You must then roll off between all three of them whenever encountering **Trederran** Enemies.

During each Fight, all Trederran Enemies in that Fight are considered to be from the same Faction.

Active Battlefield

Anytime the *Hold Back the Darkness* roll is failed, while in **Trederra**, it also triggers a special Battlefield Event! Roll a D6 on the chart below (Grit may NOT be used to Re-roll this) to determine the event:

D6	Battlefield Event
1	**Incoming!** - Immediately play the *Call in Artillery* **Battlefield Orders** card.
2	**Gas Attack!** - Select a Random Hero's Map Tile and drop **Toxic Cloud** markers from hand onto the board, centered over that Map Tile, from a height of at least 12". Whichever space the majority of a marker lands in is where that marker is placed. For each marker that lands off the board or does not have the majority in any one space, the marker is removed and every Hero must pass a **Willpower** save or gain a **Poison** marker.
3-4	**Air Strike!** - Immediately play the *Call in Air Strike* **Battlefield Orders** card.
5	**Steel Behemoth** - A massive steel tank rolls through the ruins, blasting away at troops in the distance. Discard **D3 Patrol** markers from the Depth Track.
6	**Supply Crates** - Each Hero may make a **Strength 4+** test. If passed, gain 1 *Whiskey*, *Bandages*, *Shatter Grenade*, or *Anti-Rad* Side Bag Token.

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Spoils of War

At the end of each Fight, every Hero may draw one extra Loot card to represent the spoils of war!

On the Right Path

Anytime the Heroes find a Clue Icon, they may move the Hero Posse marker 1 extra space forward on the Depth Track.

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

To escape the war zone, the Heroes must start a turn with the Hero Posse marker at the space marked **10** (or lower) on the Depth Track and have no Enemies on the board. When this is accomplished, the Heroes have successfully completed the Adventure.

Reward

Each Hero gains **25XP** and **+1 Sanity** for having lived through the fierce battles.

Failure

Each Hero must roll once on the Madness Chart as they are haunted by the stress of fighting their way through the chaotic war zone! This is in addition to any normal Injury or Madness the Hero might have gotten for being KO'd.

Trederra Mission 5

GUNS OF WAR

"What's that sound?" A sharp whistling noise echoes through the streets. KRA-KOOOMM! Followed by a thunderous set of explosions in the distance, behind you. I guess someone must have seen you come through the Gate, and they're not too keen on visitors. They seem to be shelling the entire area around the portal with heavy artillery fire, stopping anything else from coming through, or anyone from going back. If you don't find a way to silence those guns, it looks like you're going to be here for a while. And judging by all the movement in the distance, they seem to have doubled the patrols sent out to find you.

Set Up

This Mission starts on the **Trederra** side of the **Mine Entrance** Map Tile. Other than beginning the game in *Trederra*, all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Remove All '**Attack**' and '**Ambush Attack**' Exploration Tokens from the stack for this Mission.

Mission Goal

Trapped from getting back to the Gate, the Heroes must acquire some **Thermal Charges** and then find the **2 Heavy Guns** that are raining fiery death down on the escape route and disable them with the powerful Trederran explosives.

Special Rules

Extra Patrols

Whenever you would add one or more Patrol Markers to the Depth Track during this mission, add an additional Patrol Marker as well.

No Gates

For this Adventure, all Gates count as normal Doors.

Objective Dread

For this Mission, any *Growing Dread* cards currently in the stack are resolved and then discarded when each of the 'Dread Objectives' below are discovered.

Objectives

Stealing Thermal Charges

The first Clue Icon the Heroes find is the location of a group of *Z-4 Grenadiers* that the Heroes can steal some **Thermal Charges** from. In addition to the Exploration Token, this Map Tile also includes: **Attack!** - ***Z-4 Grenadiers*** (1-2 Heroes = 1 *Z-4 Grenadier*, 3-4 Heroes = 2 *Z-4 Grenadiers*, 5-6 Heroes = 3 *Z-4 Grenadiers*). Once these Enemies have been defeated, the Heroes gain **2 Thermal Charge** markers that are needed to disable the **Heavy Guns**.

Finding the Heavy Guns (Dread Objectives)

The second and third Clue Icons found each represent the location of one of the 2 **Heavy Guns** as a *Dread Objective*.

When you find a **Heavy Gun**, ignore any Encounters on the Exploration Token and resolve any *Growing Dread* cards currently in the stack. Then place a **Heavy Gun** marker in the 4 spaces at the center of the Map Tile (or as close to the center as you can - any model in one of these spaces is moved the shortest distance to be out of the way). The **Heavy Gun** blocks movement and Line of Sight from passing through its 4 spaces, and prevents any Cover Terrain from being placed on a Space Line covered by it.

Also, the Map Tile has an **Attack** with a Threat card that is 1 Threat Level higher than normal, protecting the **Heavy Gun**.

Once all of the Enemies on the board have been defeated, the Heroes automatically plant one of the **Thermal Charges** on the **Heavy Gun** to blow it up, disabling it.

Once both **Heavy Guns** have been disabled, the Mission is successfully completed.

Reward

Escaping back to Earth, now that the Gate is clear, the Heroes each gain **25XP** and may draw a **Gear** card.

Failure

If the Mission is failed, the Heroes hide in the rubble and wait for the guns to stop before making a harrowing escape. Each Hero takes D6 Corruption Hits from the extra exposure to Dark Stone Radiation while hiding.

Trederra Mission 6

DOOMSDAY

Something big is going on. Trederran soldiers are buzzing around the area like bees, in preparation for a major offensive! You've only been in Trederra for a few moments now but something is definitely not right here.

Sneaking through the rubble, to get a closer look, you discover that the Trederrans have targeted another world for destruction! They have already gone through a Gate and set up an ultimate, super weapon there... a Doomsday Device! And the countdown timer has already begun!

Set Up

This Mission starts on the **Trederra** side of the **Mine Entrance** Map Tile. Other than beginning the game in *Trederra*, all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

The Heroes must find a Gate to reach the OtherWorld that the Trederrans have targeted (the *Target World*), and then find a **Clue** there to seek out and destroy the **Doomsday Device** before it detonates!

Special Rules

All Gates Lead to the Target World

All Gates in this Adventure lead to the same OtherWorld. When the first Gate is looked through, draw a World card as normal to determine the *Target World*. Then use that World card for any/all additional Gates found during this Adventure.

Trederra Clues add a Gate

Any **Clue Icon** the Heroes find while in *Trederra* automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Doomsday Dread

For this Mission, all **Blood Spatter** spaces crossed by the Darkness marker on the Depth Track trigger a *Growing Dread* card instead of a *Darkness* card.

Countdown to Armageddon

Until the **Doomsday Device** is destroyed (or detonates), all *Hold Back the Darkness* rolls require 1 higher to succeed.

Patrolling the Blast Zone

For this Mission, **Patrol** markers are used not only in *Trederra*, but carry over to the *Target World* as well - adding a Patrol marker when a *Hold Back the Darkness* roll is failed, rolling for Discovery, and drawing a *Trederra OtherWorld Threat* when Discovered, all just like when in *Trederra*.

Objectives

The First Clue in the Target World

When the Heroes find the first **Clue Icon** in the *Target World*, they have reached the Objective and found the **Doomsday Device**! Ignore any *Attacks* or *Encounters* listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then place the Doomsday Device on the board and the Heroes must face 2 *Trederra OtherWorld Threat* cards that are guarding it.

The Doomsday Device

The **Doomsday Device** marker is placed on the board as an **Immobile, XL Enemy** (taking up 4 spaces) and counts as having **Initiative 0**. As an Enemy, it blocks movement, but it does not require an Escape test to move away from it.

The **Doomsday Device** is **Defense 3** and is immune to Critical Hits unless the Attacker is adjacent to it. It has:

Health = 10x Hero Posse Level + 3 per Hero.

Dark Stone Radiation (1) - Any Hero ending their Move adjacent to the Doomsday Device takes 1 Corruption Hit.

Energy Discharge - At **Initiative 0** each turn, roll 3D6 for the **Doomsday Device**. If the roll is equal to or less than the current position of the Darkness on the Depth Track, a burst of energy arcs out from its surface, doing D6 Hits that cause 2 Wounds each to every Hero on its Map Tile (or 2D6 Hits if using Brutal Enemies).

Once the Doomsday Device is destroyed and all Enemies on the board have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero gains **+1 Health** or **+1 Sanity** (you choose) for saving the Target World.

Failure

If the Heroes fail the Mission, the Doomsday Device detonates, destroying a large portion of the Target World! Every Hero loses 1 Health or 1 Sanity permanently (you choose) and that World may not be used during the next 3 Adventures, as the devastation and chaos disrupt its connection to the Void!

If the Doomsday Device was destroyed, but the Heroes still failed the Mission, then each Hero just takes D3 Corruption Points, ignoring Willpower, instead.

OTHER WORLD - TREDERRA

A distant world on the far reaches of the galaxy, Trederra and its alien inhabitants are not unlike those of Earth. It is a planet with vast oceans teeming with life, rolling hills and volcanic mountains, polar ice caps and lush jungles full of birds and beasts, not to mention sprawling industrial complexes and massive urban cities. But, most importantly, it has a population of over 2 billion citizens; a civilized and intelligent people limited only by their ambition and imagination.

At least, that is what it looked like two hundred or so years ago, before the dark times... before the War.

Industrial-Age Technology

Having reached an industrial-age of technology, society, and development, the various Nations of Trederra evolved out of the old feudal kingdoms, building in power and technology, while tempering it with science and reason. But, as the Nations grew in size and might, they also grew in ambition. Rising tensions spread across the globe and political relations were strained, made worse by the dwindling natural resources available to each country.

Warring Nations

Inevitably, the wavering peace was broken. Small in scale at first, territory disputes and skirmishes popped up along shared borders. Then, as a cascading avalanche, wars were declared, battle lines were drawn, and the dice were cast. In only two short years, every Nation on Trederra had become embroiled in the fighting. Treaties pulled more and more countries into the fray as their allies were attacked, and old rivalries sparked new conflict as the opportunity for imperialistic expansion was too tempting to ignore.

As the War stretched on into its second decade of fighting, the people of Trederra began to fatigue from the conflict. Every corner of the world had been touched by battle and there was seemingly no end in sight. Several Nations had already collapsed socially and economically under the weight of war, being overrun and absorbed into their neighbors. Some of the larger Nations began uneasy talks about the terms of peace, but there were others that were unwilling to budge and would rather burn than see their enemies survive.

Discovery of Dark Stone

Then, a revolution occurred that would change the fortunes of war forever. The Royal Foundry, a Nation known for its history of building weapons of war for all the Kingdoms of Old, made an astounding discovery. A special black rock, Dark Stone, was found deep in the ground. The Ore Collectors of Vatros brought it back to their Smithing Masters for further study, and nearly overnight, it was weaponized. Factories worked 27 hours a day, using their industrial might to mass produce Dark Stone bombs and bullets, while research facilities developed more sophisticated engines of death, fueled by the black rock. The age of the Dark Stone Wars had begun.

Toxic Wasteland

Now, centuries have passed and the never-ending War rages on. Nations rise and fall, but the bitter feuds that have lasted for generations prevent any hope of peace. Indeed, the constant use of Dark Stone weapons over the last two centuries has caused an ecological disaster, turning the once green and living world into a toxic wasteland of death and destruction. Anything on Trederra worth fighting for is long gone and even the precious Dark Stone that fuels the weapons of war has begun to grow scarce.

ENEMY OVERVIEW

Trederran Legionnaires

The most numerous soldiers in every Nation's army, the Legionnaires make up the bulk of the fighting force. These 'boots on the ground' soldiers are the ones filling the trenches, going up and over the top to cross no man's land, and advancing on the enemy's position, gaining ground one blood-soaked yard at a time.

Every Trederran Legionnaire is equipped with over 80 pounds of gear and equipment to keep them going in the field. From the long trench coat, breath mask, and Skrun Helmet to a host of field gear, Mk II Shatter Grenades, Stabilizer Injections, field rations, Trench Shovel, Bio-scope, and Tunny Bag. And of course, their trusty Dark Stone Carbine, a Legionnaire's best friend and enemy; loaded with deadly Dark Stone bullets that rip through opponents and slowly irradiate their users.

Z-4 Grenadiers

Explosives and demolition experts, the soldiers of the Z-4 Grenadier brigades are also some of the most heavily armored troops in any Trederran Legion. They are nearly unstoppable on the battlefield as they slowly advance, throwing and detonating Thermal Charges to blast apart enemy armored vehicles and demolish bunkers and fortifications.

Working continuously with Dark Stone charges, Grenadiers also hold the dubious distinction of being one of the most dangerous and radioactively contaminated units in the Legion's arsenal.

Trederran Mutants

The battlefields and trenches on the front lines have become so polluted with toxic gases and radiation that it is often seen as inevitable that soldiers will eventually show signs of corruption and mutation. This can be even more rapid if a soldier's protective gear is damaged or torn during battle. Sudden exposure can set off a chain reaction of mutation, cascading from the long-term build up of Dark Stone radiation in the trooper's system.

Once a soldier has succumbed to this fate, they are considered lost; little more than a mindless savage to be herded toward the enemy and unleashed in a final death throw of hate.

Trederran Lieutenants

Often graduates of their Nation's best War Academies, Trederran Lieutenants are officers in the field, commanding platoons of Legionnaires as well as the various attached support teams of Scouting Raiders, Grenadiers, special weapon teams, and the like. On the battlefield, Lieutenants specialize in various operations, from being a forward observer for the Air Brigade or Artillery Batteries, to leading daring raids into enemy-held regions, or even wrangling and herding those unfortunate soldiers on their Last March, as corruption and fatal mutations savage their bodies and minds, turning them into mindless monstrosities! The duty to lead your Nation's brave soldiers into battle is an honor worthy of any sacrifice. To Victory!

NATIONS OF TREDERRA

The Union

The Union of Trederran Districts is one of the largest and wealthiest Nations on Trederra, made up of 12 diverse districts, working together for a common goal. For over three hundred years they were a powerful, democratic state that furthered global commerce and the fundamental freedoms and rights of all Trederrans. The *Stripes and Strike* of the Union flag was once seen as a symbol of freedom.

Now though, after so many long years of brutal warfare, The Union has become a shell of its former ideals. They now fight bitterly just to survive the horrors of an unending war.

The Core

Built on the foundations of an ancient and powerful empire, the Shintaro Core believes it is their destiny to once again rule over all of Trederra. Wearing ceremonial armor to honor the Ancestors, these aggressive and deadly Imperial Warriors employ brutal weapons and ruthless tactics on the battlefield to win victories for their Emperor.

Following in the traditions of the Old Ways, The Core believes that no mercy can be given to those that would stand against them, no quarter for those that would deny the will of the Ancestors... or the future of Trederra!

Kharkarus Konfederacy

Once the largest industrial Nation on Trederra, ruled over by an aging monarchy, the down-trodden and tireless masses broke free of their shackles of oppression, overthrowing their king and burning his palace. From the ashes of corruption grew the Konfederacy of United Workers, a People's Nation guided by the tenants of the newly minted Kharkarus Accord, ensuring that all men and women of the new order would be equals. Adopting the *Elevated Man* as their flag, they now fight not for a ruler, but for themselves.

Though the Konfederacy does not have the level of training or experience that most other Nations do, they do have virtually unlimited raw resources and a massive populace to draw on for their armies.

The Royal Foundry

A smaller Nation, The Royal Foundry is also one of the oldest. Known for being the best weapons manufacturers on Trederra, they are home to the Golden Forge of Vatros, a mighty underground citadel with vast factories and legions of pale workers that spend their entire lifetimes below the surface, manufacturing weapons of war.

As the first Nation to create Dark Stone weapons, they have also become perhaps the most polluted country, home to more mutants than any other Nation. To the people of the Foundry, smithing and technology is nearly a religion and they honor those that have been 'touched' by the influence of the Black Rock.

Republic of Tar-Kon

The Tar-Kon district was once a part of The Union, before becoming disillusioned by the soft policies and concessions of their bureaucratic governors. When a charismatic and ruthless new leader named Jovan Stantor gained popularity for his rising authoritarian regime, they declared independence, breaking from The Union as a new, fascist Republic and sparking off a bitter civil war!

Well trained, armed, and disciplined, the soldiers of the Republic are perhaps the most ruthless fighting force on all of Trederra. Just the sight of their *Terror Troops* strikes fear into the hearts of their enemies.

Liberation Army

The Harri'bon Liberation Army is now all that is left of the once great Kingdom of Shal'zarri, overrun and destroyed during the long years of war. They are now scattered and leaderless, bands of nomadic soldiers commanded by warlords on a bloodthirsty quest to avenge their fallen Nation.

Employing hit and run guerilla tactics, and vile toxic explosives to taint the land of their enemies, the Liberation Army fights with a fanatical zeal that is nearly unmatched. To die in the name of Shal'zarri is seen as an honor worthy of any 'Warrior of the Swords'.

Void Spiders

Beast • Void

Size: Small

Initiative: 6

Abilities:

Move: 8 Escape: 4+

To Hit: Range	To Hit: Melee	Combat	Damage	Defense	Health
-	4+	2	2	0	3

XP = 10

Elite Chart — Roll a D6 for Elite Ability

1) Drop From Above - The *Void Spiders* attack with Ambush.
2) Void Venom - Any Hero that takes one or more Wounds from a *Void Spider* is -1 To Hit on all of their attacks during their next Activation (6 is still a Critical Hit).
3) Thick Ichor - +2 Health.
4) Hardened Shells - +2 Defense.
5) Vicious Bite - *Void Spider* Melee To Hit is now 3+.
6) Deadly Venom - *Void Spider* Melee Hits are +2 Damage.

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Slashers

Beast

Size: Large

Initiative: 4

Abilities:

Fear (2) - A Hero starting their Activation adjacent automatically takes 2 Horror Hits.

Chiton Plating - Critical Hits only reduce a *Slasher's* Defense to 2 (rather than 0).

Move: 5 Escape: 3+

To Hit: Range	To Hit: Melee	Combat	Damage	Defense	Health
-	3+	2	D6	4	6

XP = 15 +5 each

Elite Chart — Roll a D6 for Elite Ability

1) Beastly Speed - +2 Initiative
2) Segmented Plating - +2 Health
3) Spiked Shell - Any failed Escape roll while adjacent to a *Slasher* does 3 Hits (with 2 Damage each) to that Hero.
4) Hateful Chitter - The *Slasher's* **Fear (2)** is replaced with **Terror (2)** - A Hero starting their Activation on the same Map Tile automatically takes 2 Horror Hits.
5) Lashing Tongue - +1 Combat
6) Barbed Claws - *Slasher* Combat Hits are now +2 Damage each

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FAQ AND CLARIFICATIONS

Q) When failing a Discovery roll and being attacked by the Patrol markers, it is possible to draw Trench Spiders. Is this a Patrol of Trench Spiders?

A) No. A nearby Patrol has stirred up an angry nest of the Trench Spiders and they have decided to attack you!

Q) What if I have one or more *Stunned or Poison markers* and then become Immune to them?

A) Any *Stunned/Poison markers* you have are removed at the start of a turn in which you are Immune to them.

Q) Can I Attack an Enemy that is on a Pit area?

A) Yes. For Ranged Attacks, just make sure that you count the Pit area that the Enemy is in as 2 spaces of Range. For Melee Attacks, you just need to be in any space adjacent to the Pit area.

Q) What happens if the *Comm Officer* Lieutenant is part of the *Liberation Army* Faction, does he have Shootout or Assault?

A) In this case, he has **Assault** as his need for revenge overrides his desire to stay at the back.

Q) What if the Heroes fail the *Doomsday* Mission and the Doomsday Device detonates in the Mines?

A) If this happens, the Heroes should not be able to use the Mines for the next 3 Adventures. They are effectively trapped offworld! The Heroes may only play Adventures that do not start in or enter the Mines. In this case, you may play any of the Core Set **Basic Missions**, but start on an OtherWorld Entrance instead of the normal Mine Entrance Map Tile. You may also not visit a Frontier Town between those 3 Adventures.

Q) If the *Maximus Heavy Machine Gun* only has one Crew remaining (giving the Weapon **Cooldown**), how does this interact with the free shots for its *Covering Fire* ability?

A) The Free Shots from *Covering Fire* do not themselves trigger Cooldown, however, if the weapon fired in the Crew's last Activation (triggering the Coodown effect), it may not use *Covering Fire* until the Cooldown effect has been removed during the following Activation.

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PAINTING GUIDE

STEP #1

1) Prime models with matte black spray paint (use any matte -NOT Gloss- black spray paint which can be purchased from a hardware store).
2) Base coat uniform with *Jargono Green*, boots, straps, pouches, and gun stock with *Dark Flesh*, and metal areas with *Pistol Metal*.

STEP #2

1) Highlight cloth areas with a mix of *Jargono Green* and *Spirit White*.
2) Highlight leather boots, straps, pouches, and gun stock with a mix of *Dark Flesh* and *Spirit White*.

STEP #3

1) Wash all metal, leather, and wood areas with *Soft Tone Ink*.
2) Paint helmet hoses *Shadow Black* then highlight with a mix of *Shadow Black* and *Spirit White*.
3) Paint helmet lenses with a mix of *Cynder Yellow* and *Dark Flesh*. Add a small dot of *Spirit White* to the top of each lens as a shiny highlight.

This painting guide shows how to easily paint your Trederran Legionnaire models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

Doubles Rolled — Other World - Trederra Depth Events

1	**Ambush Attack!** –	*There are fiendish creatures and demons in the dark places of the world!* **Ambush Attack!** - Draw a Threat to immediately Ambush the Heroes.
2	**Dark Dread** –	*Things are looking more and more bleak by the moment!* Draw a **Growing Dread** card to add to the stack.
3	**Creeping Darkness** –	*The Darkness is always searching for a way out.* Move the **Darkness** 2 steps forward on the Depth Track.
4	**Incoming!** –	*A terrifying whistle shrieks across the sky right before the ground erupts in explosions!* Each Hero in ***Trederra*** takes 2D6 Hits from the flying debris.
5	**Marching in the Streets** –	*The sound of marching echoes through the streets as a massive column of Trederran soldiers march to the front lines.* **Add D3 Patrol Markers** to the Depth Track, but do NOT roll for Discovery.
6	**Break in the Clouds** –	*A break in the toxic clouds overhead lets the cold light of Trederra's sun shine through.* Cancel all ***Weather*** effects. Each Hero may immediately remove any *Poison* and *Stunned markers* they have as well as to either Heal **2D6 Wounds/Sanity** (any mix) or remove **D6 Corruption Points. KO'd Heroes** may immediately Recover, rolling for their **Injury/Madness** and Healing **2D6 Wounds/Sanity** (any mix) as normal for Recovering.

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New Side Bag Tokens

Anti-Rad - Discard to Remove D6 Corruption Points.

Shatter - Discard to Throw and Bounce, just like Dynamite. All models in the same and adjacent spaces take D3 Wounds, ignoring Defense, and gain a Stunned marker.

Stunned - A model with 1 or more Stunned markers is -1 Defense. Roll a D6 at the start of its Activations. On 4+, remove 1 Stunned marker.

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